



EPILEPSY WARNING

Please read before using this game or allowing your children to use it.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures. If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, discontinue use IMMEDIATELY and consult your doctor.

PRECAUTIONS TO TAKE DURING USE

- ✦ Do not stand too close to the screen. Sit a good distance away from the screen, as far away as the length of the cable allows.
- ✦ Preferably play the game on a small screen.
- ✦ Avoid playing if you are tired or have not had much sleep.
- ✦ Make sure that the room in which you are playing is well lit.
- ✦ Rest for at least 10 to 15 minutes per hour while playing a video game.

INSTALLING AND PLAYING THE GAME

FOR DISC USERS

To install the game, insert the disc into your disc drive and follow the on-screen instructions.

Once the game has installed you can launch it from the game's AutoRun menu or by locating the game through the START > PROGRAMS (or ALL PROGRAMS) menu found at the bottom left of the screen.

FOR EA LINK USERS

You can access the installation/play instructions from the Help section found within EA Link.

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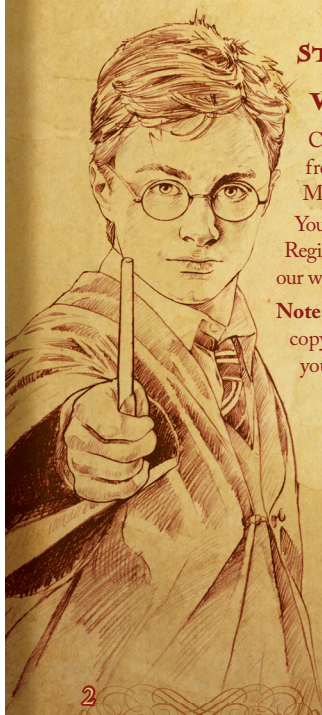
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STAY IN THE GAME AND REGISTER WITH EA!

Create an EA Member Account and register this game to receive free cheat codes and game hints from EA. Creating an EA Member Account and registering this game is fast and easy!

You can register during the installation process or via the Electronic Registration link found in the game's START menu. Alternatively, visit our website at www.gamereg.ea.com and register there.

Note: Registering this game to your EA Member Account will save a copy of your PC Serial Number to your EA 'My Account' details so you can refer back to it in the future.



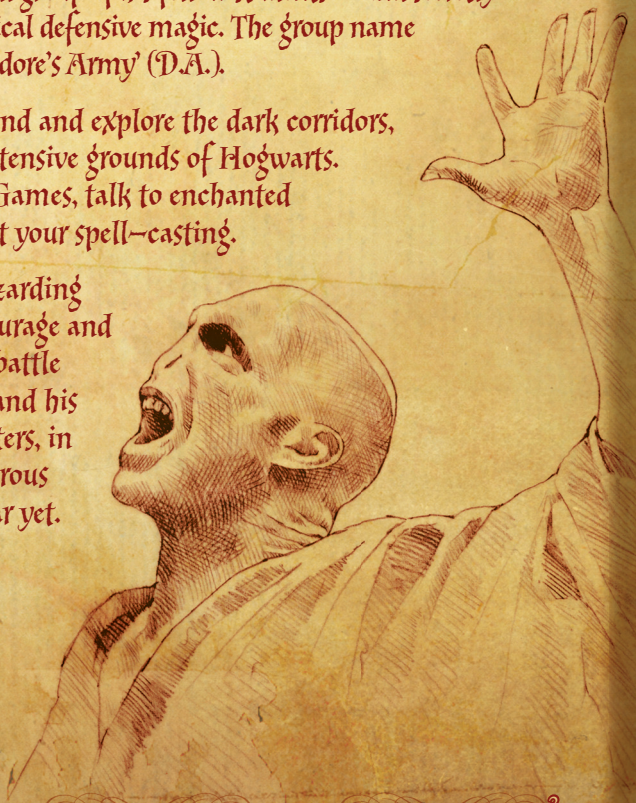
HARRY'S MOST DANGEROUS YEAR YET

From the Dementor™ attack in Little Whinging to the epic battles at the Ministry of Magic, experience all of the harrowing action of Harry's fifth year at Hogwarts School of Witchcraft and Wizardry.

With the wizarding world in denial about Voldemort's return, Harry recruits a small group of his fellow students — and secretly trains them in practical defensive magic. The group name themselves 'Dumbledore's Army' (D.A.).

Take up Harry's wand and explore the dark corridors, secret rooms and extensive grounds of Hogwarts. Compete in Mini-Games, talk to enchanted portraits and perfect your spell-casting.

So sharpen your wizarding skills, boost your courage and prepare yourself to battle Lord Voldemort™ and his fearsome Death Eaters, in Harry's most dangerous and demanding year yet.



COMPLETE CONTROLS

Move/Sidle/Climb	A/S/D/W (press SHIFT to move faster when sidling or climbing)
Run	Hold SHIFT while pressing A/S/D/W
Take out wand	Left mouse button
Cast spell	Hold left mouse button and move mouse (see p. 5 for specific wand gestures)
Change target	Left mouse button/Right mouse button
Talk to character/Action button	SPACEBAR/RETURN
Centre camera behind Harry	C
Target person (with wand out)	Right mouse button

MARAUDER'S MAP CONTROLS

View Marauder's Map	TAB
View map destinations	⇐
View tasks	⇒
Scroll through destinations or people	↑/↓ or use the mouse
Select a location or person on the map	RETURN or use the mouse

SETTING UP THE GAME

From the Main menu, you can start a NEW ADVENTURE or select CONTINUE ADVENTURE to pick up where you left off in a saved game.



Before you start, you can choose a Difficulty setting, select your preferred controller and turn Subtitles ON or OFF.

SPELL-CASTING

To defend himself and his companions, complete his missions and successfully explore Hogwarts, Harry must cast all sorts of spells. To master spells, Harry must perform gestures with his wand, which he learns throughout the game. If you forget how to perform a spell, you can review all the spell gestures you have learned in the Spell List on the Pause menu.

NON-COMBAT SPELLS



WINGARDIUM LEVIOSA

Used to lift and move an object.



ACCIO™

Used to pull an object towards you.



DEPULSO

Used to push an object away from you.



REPARO

Used to repair a broken object.



REDUCTO

Used to smash an object.



INCENDIO

Used to set an object on fire.

DUELLING (COMBAT) SPELLS



STUPEFY

Used to stun an opponent.



RICTUSEMPRA

Tickling Charm to be used against animate objects.



EXPELLIARMUS

Used to disarm an opponent.



PROTEGO

Used to deflect any spell cast at you.



LEVICORPUS

Will levitate an opponent briefly in the air.



PETRIFICUS TOTALUS

Used to paralyse an opponent.

Since Umbridge™ won't allow the students to practise any Defence Against the Dark Arts (DADA) spells, Hermione convinces Harry to take matters into his own hands. Harry and a small group called Dumbledore's Army (the D.A.) meet secretly in the Room of Requirement. The spells they learn there will prepare the young wizards for their O.W.I.s and for a confrontation with Voldemort and his Death Eaters.

DISCOVER HOGWARTS

MARAUDER'S MAP



Press ⇨ to see the active tasks on the map from the tab to the right of the map. Then select the name of the person you want to find and see where they are in the castle.

Press RETURN when you have a person or location highlighted, to see where they are on the map in relation to Harry's current location.

If you get confused about which way to go, access the Marauder's Map and pick the location or task you wish to locate. Then return to the game and follow the direction of the footprints – they'll point you in the right direction.

DISCOVERABLES

There are many items that Harry can interact with scattered throughout the castle. Try casting spells on various items. When Harry uncovers these, he earns Discovery Points. When he earns enough Discovery Points, he can unlock different items in the Room of Rewards.

TIP

You may come across broken objects as you explore the castle. Cast a quick *Reparo* spell to set things right in no time.

MISSIONS

To get around Hogwarts and to assemble Dumbledore's Army, Harry will need to talk to students, teachers, portraits, ghosts and gargoyles and complete various missions for them. Complete the task they assign and they may reward you!

HOGWARTS PORTRAITS

The enchanted portraits dotted around Hogwarts guard hidden shortcuts that Harry can use to quickly go from one area of the castle to another. However, to get past a portrait, Harry will need to learn its password by completing a task or a puzzle.

TIP

Look for pairs of portraits. If you find the same portrait in two different areas of the castle, there is usually a shortcut from one area to the other. But you have to know the password to use it.



WIZARD GAMES

Test your skills against the top players in every Hogwarts house. If you can outplay the best at Exploding Snap, Gobstones and wizard chess, you earn Discovery Points.

WIZARD CHESS

Wizard chess is much like Muggle chess, except the game pieces follow the commands of the players and actually engage in battle to destroy the opposing pieces. Approach a pair of students playing wizard chess and press SPACEBAR to challenge one of them to a game.

- ✎ Press $\hat{u}/\Downarrow/\Leftarrow/\Rightarrow$ to move the highlight and then press RETURN to select that piece.
- ✎ Press $\hat{u}/\Downarrow/\Leftarrow/\Rightarrow$ to move the highlight and then press RETURN to select a position to move the piece to.
- ✎ Press A/S/D/W to reposition the camera to get a better view of the board.

GOBSTONES

Approach a pair of students playing Gobstones and press SPACEBAR to challenge one of them to a game.

- ✎ To flick a Gobstone press \Downarrow and then quickly press \hat{u} . The longer you hold \Downarrow , the harder the stone is flicked.
- ✎ Press A/S/D/W to reposition the camera and aim your shot.

There are three ways to play and win at Gobstones. Harry's opponent sets the rules before the game begins.

Traditional Rules

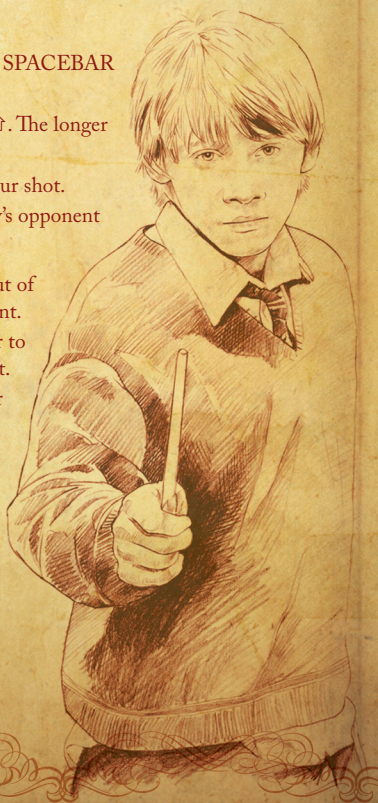
Knock more Gobstones out of the ring than your opponent.

Snake Pit Rules

Get your Gobstones closer to the pit than your opponent.

Jack Stone Rules

Get your Gobstones closer to the jack than your opponent.



EXPLODING SNAP

Approach a student playing Exploding Snap and press SPACEBAR to join the game.

There are two ways to play Exploding Snap. In one version you match pairs:

- ✎ Press A/S/D/W to move the highlight.
- ✎ Press RETURN to select a card. When two have been uncovered that are the same, you win those cards.

In the other you win the revealed stack of cards by pressing SPACEBAR/RETURN when two of the same cards appear back-to-back.

ROOM OF REWARDS

Once Harry earns Discovery Points, he finds the Room of Rewards. In the room, he can see the rewards that he's unlocked and also what he needs to do to unlock the unavailable content.

PAUSE MENU AND OPTIONS

Most game options are self-explanatory. Those that require clarification are explained below.

GAME INFORMATION

From defeating other players in the wizard games, to obtaining all of the portrait passwords, there are many things to do in *Harry Potter and the Order of the Phoenix*TM. This screen shows you what you've achieved and the challenges that you have yet to complete.

SPELLS LIST

If you forget how to cast any of the spells in the game, you can review the gestures from the Spells List.

- ✎ Press ⇐/⇒ or use the mouse to click the left/right arrows to alternate between Non-Combat Spells and Duelling (Combat) Spells.

ENDLESS DAY

If you haven't found all of the discoverables (you can see what you need to find at the Game Information screen in the Pause menu), you can continue your game in the ENDLESS DAY when the narrative game is complete, to focus solely on finding all of the goodies.

OCCUMENCY

In addition to all of his other coursework, Dumbledore™ asks Harry to study this subject with Professor Snape™, to learn how to block other wizards from seeing his thoughts and memories.

- ✦ Use your wand to force Snape's wand back to centre by repeatedly pressing $\uparrow/\downarrow/\leftarrow/\rightarrow$ in the direction you want to move Snape's wand.

SAVING AND LOADING

Harry Potter and the Order of the Phoenix uses an autosave feature. When you start a game, you have the option to disable autosave.

- ✦ To save your game, from the Pause menu, choose SAVE ADVENTURE. Then click to select a save slot. At the Pause menu, select CONTINUE to return to the game.
- ✦ To load a game, from the Main menu, click CONTINUE ADVENTURE and then click on the game you want to load.

TROUBLESHOOTING ONLINE SUPPORT CENTRE

If you are having trouble running this game, please visit our online Support Centre at <http://support.electronicarts.co.uk> where you can view the latest troubleshooting FAQs and send us your technical support queries online.

For EA Link troubleshooting tips, please ensure you have EA Link running, then select HELP from the top of the EA Link Window to visit the Help section.

OFFLINE SUPPORT

This game includes a Technical Support file to help you troubleshoot your problem. You can find the Technical Support file in the same folder as your game. You can also receive support via our Customer Support team.

PROBLEMS RUNNING THE GAME

- ✎ Ensure you meet the minimum system requirements for this game and that you have the latest drivers for your video card and sound card installed:
For NVIDIA video cards, visit www.nvidia.com to locate and download them.
For ATI video cards, visit www.ati.amd.com to locate and download them.
- ✎ If you are running the **disc version** of this game, try reinstalling DirectX from the disc. This is typically found in the DirectX folder on the root of the disc. If you have Internet access, you can visit www.microsoft.com/directx to download the latest version of DirectX.

GENERAL TROUBLESHOOTING TIPS

- ✎ If you have the **disc version** of this game and the AutoPlay screen does not automatically appear for installation/playing, right-click the disc drive icon found in My Computer and select AutoPlay.
- ✎ If the game is running slowly, try reducing the quality of some of the video settings from the game's options menu. Reducing the screen resolution can often improve performance.
- ✎ For optimum performance when playing, you may like to disable other background tasks or your Antivirus applications running in Windows. However, ensure you restart your Antivirus applications after you have finished playing the game.

CUSTOMER SUPPORT

Due to the nature of most problems encountered when running PC games, it is easier – and usually quicker – to diagnose them using our online Support Centre at <http://support.electronicarts.co.uk>

Here you can view the latest top FAQs for our games or view our knowledge base by clicking GET HELP. If you are unable to resolve your problem, click CONTACT US to submit your query to a Customer Support Technician who will respond as soon as possible.

If you require further assistance and would prefer to speak to a technician, telephone our Customer Support team (9am-9pm, Monday-Friday).

Telephone: 0870 243 2435 Fax: 0870 2413231

Calls charged at national call rates, please consult your telecoms provider for details.



To help us diagnose the problem please generate a DirectX Diagnostic report of your PC before calling us:

- ✎ Click START > RUN... and type **dxdiag**. Click OK, then once the report is complete, Click SAVE ALL INFORMATION... and save the report to your Windows Desktop.

Note: Customer Support cannot provide gameplay hints or tips.

Note: If you need gameplay help please see the back of this manual for details of our official EA Hintline.

Note: If you purchased this game via EA Link, you may access the End User License Agreement at http://files.ea.com/downloads/commerce/eula/en_US/eula.pdf

WARRANTY

Note: The Following warranties only apply to products sold at retail. These warranties do not apply to products sold online via EA Link.

LIMITED WARRANTY

Electronic Arts warrants to the original purchaser of this computer software product that the recording media on which the software programs are recorded will be free from defects in materials and workmanship for 12 months from the date of purchase. During such period defective media will be replaced if the original product is returned to Electronic Arts at the address below, together with a dated proof of purchase, a statement describing the defects, the faulty media and your return address. This warranty is in addition to, and does not affect your statutory rights in any way. This warranty does not apply to the software program themselves, which are provided "as is", nor does it apply to media which has been subject to misuse, damage or excessive wear.

RETURNS AFTER WARRANTY

Electronic Arts will replace user-damaged media, current stocks allowing, if the original media is returned with a cheque or postal order for £7.50 per disc, payable to Electronic Arts Ltd. Please remember to include full details of the defect, your name, address and where possible, a daytime telephone number where we can contact you.

Electronic Arts Customer Warranty, PO Box 181, Chertsey, KT16 0YL, United Kingdom. Electronic Arts excludes any warranty in relation to the Product if it is bought second hand and the consumer is not the first end user of the Product.

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